

Aesthir Glider
{3}
Artifact Creature
2/1
Flying
Aesthir Glider can't block.

Agent of Stromgald
{R}
Creature -- Knight
1/1
{R}: Add {B} to your mana pool.

Arcane Denial
{1}{U}
Instant
Counter target spell. Its controller may draw up to two cards at the beginning of the next turn's upkeep.
You draw a card at the beginning of the next turn's upkeep.

Ashnod's Cylix
{2}
Artifact
{3}, {T}: Target player looks at the top three cards of his or her library, puts one of them back on top of his or her library, then removes the rest from the game.

Astrolabe
{3}
Artifact
{1}, {T}, Sacrifice Astrolabe: Add two mana of any one color to your mana pool. Draw a card at the beginning of the next turn's upkeep.

Awesome Presence
{U}
Enchant Creature
Enchanted creature can't be blocked unless defending player pays {3} for each creature that blocks enchanted creature. #(This cost is paid as blockers are declared.)#

Balduvian Dead
{3}{B}
Creature -- Zombie
2/3
{2}{R}, Remove a creature card in your graveyard from the game: Put a 3/1 black and red Graveborn creature token with haste into play. Sacrifice it at end of turn. #(The creature may attack and #{T}# the turn it comes under your control.)#

Balduvian Horde
{2}{R}{R}
Creature -- Barbarian
5/5
When Balduvian Horde comes into play, sacrifice it unless you

discard a card at random from your hand.

Balduvian Trading Post
Land

If Balduvian Trading Post would come into play, sacrifice an untapped mountain instead. If you do, put Balduvian Trading Post into play. If you don't, put it into its owner's graveyard.

{T}: Add {R} and one colorless mana to your mana pool.

{1}, {T}: Balduvian Trading Post deals 1 damage to target attacking creature.

Balduvian War-Makers

{4}{R}

Creature -- Barbarian

3/3

Haste # (This creature may attack and #{T}# the turn it comes under your control.)#

Rampage 1 # (Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Benthic Explorers

{3}{U}

Creature -- Merfolk

2/4

{T}: Untap a tapped land an opponent controls. If you do, add one mana of any type that land could produce to your mana pool.

Bestial Fury

{2}{R}

Enchant Creature

When Bestial Fury comes into play, draw a card at the beginning of the next turn's upkeep.

Whenever enchanted creature becomes blocked, it gets +4/+0 and gains trample until end of turn.

Bounty of the Hunt

{3}{G}{G}

Instant

You may remove a green card in your hand from the game rather than pay Bounty of the Hunt's mana cost.

Choose one -- Target creature gets +3/+3 until end of turn; or target creature gets +2/+2 until end of turn and another target creature gets +1/+1 until end of turn; or three target creatures each get +1/+1 until end of turn.

Browse

{2}{U}{U}

Enchantment

{2}{U}{U}: Look at the top five cards of your library, put one of them into your hand, then remove the rest from the game.

Burnout

{1}{R}

Instant

Counter target instant spell if it is blue.

Draw a card at the beginning of the next turn's upkeep.

Carrier Pigeons

{3}{W}

Creature -- Bird

1/1

Flying

When Carrier Pigeons comes into play, draw a card at the beginning of the next turn's upkeep.

Casting of Bones

{2}{B}

Enchant Creature

When enchanted creature is put into a graveyard, draw three cards, then discard one of them from your hand.

Chaos Harlequin

{2}{R}{R}

Creature -- Harlequin

2/4

{R}: Remove the top card of your library from the game. If that card is a land card, Chaos Harlequin gets -4/-0 until end of turn.

Otherwise, Chaos Harlequin gets +2/+0 until end of turn.

Contagion

{3}{B}{B}

Instant

You may pay 1 life and remove a black card in your hand from the game rather than pay Contagion's mana cost.

Distribute two -2/-1 counters among one or two target creatures.

Deadly Insect

{4}{G}

Creature -- Insect

6/1

Deadly Insect can't be the target of spells or abilities.

Death Spark

{R}

Instant

Death Spark deals 1 damage to target creature or player.

At the beginning of your upkeep, if Death Spark is in your graveyard with a creature card directly above it, you may pay {1}. If you do, return Death Spark to your hand.

Diminishing Returns

{2}{U}{U}

Sorcery

Each player shuffles his or her hand and graveyard into his or her library. You remove the top ten cards of your library from the game. Then each player draws up to seven cards.

Diseased Vermin

{2}{B}

Creature -- Rat

1/1

Whenever Diseased Vermin deals combat damage to a player, put an infection counter on it.

At the beginning of your upkeep, Diseased Vermin deals X damage to target opponent previously dealt damage by it, where X is the number of infection counters on it.

Dystopia

{1}{B}{B}

Enchantment

Cumulative upkeep -- Pay 1 life

At the beginning of each player's upkeep, that player sacrifices a white or green permanent.

Elvish Bard

{3}{G}{G}

Creature -- Elf

2/4

All creatures able to block Elvish Bard do so.

Elvish Ranger

{2}{G}

Creature -- Elf

4/1

Elvish Spirit Guide

{2}{G}

Creature -- Spirit

2/2

Remove Elvish Spirit Guide from the game: Add {G} to your mana pool. Play this ability only if Elvish Spirit Guide is in your hand.

Energy Arc

{W}{U}

Instant

Untap any number of target creatures. Prevent all combat damage that would be dealt by and dealt to those creatures this turn.

Enslaved Scout

{2}{R}

Creature -- Goblin

2/2

{2}: Enslaved Scout gains mountainwalk until end of turn. #(This creature is unblockable as long as defending player controls a mountain.)#

Errand of Duty

{1}{W}

Instant

Put a 1/1 white Knight creature token with banding into play.

Exile

{2}{W}

Instant

Remove target nonwhite attacking creature from the game. You gain life equal to its toughness.

False Demise

{2}{U}

Enchant Creature

When enchanted creature is put into a graveyard, return that creature to play under your control.

Fatal Lore

{2}{B}{B}

Sorcery

An opponent chooses one -- You draw three cards; or you destroy up to two target creatures that opponent controls and that player draws up to three cards. Those creatures can't be regenerated.

Feast or Famine

{3}{B}

Instant

Choose one -- Put a 2/2 black Zombie creature token into play; or destroy target nonblack, nonartifact creature and it can't be regenerated.

Fevered Strength

{2}{B}

Instant

Target creature gets +2/+0 until end of turn.

Draw a card at the beginning of the next turn's upkeep.

Floodwater Dam

{3}

Artifact

{X}{X}{1}, {T}: Tap X target lands.

Force of Will

{3}{U}{U}

Instant

You may pay 1 life and remove a blue card in your hand from the game rather than pay Force of Will's mana cost.

Counter target spell.

Foresight

{1}{U}

Sorcery

Search your library for three cards, remove them from the game, then shuffle your library.

Draw a card at the beginning of the next turn's upkeep.

Fyndhorn Druid

{2}{G}

Creature -- Druid

2/2

When Fyndhorn Druid is put into a graveyard from play, if it was blocked this turn, you gain 4 life.

Gargantuan Gorilla

{4}{G}{G}{G}

Creature -- Ape

7/7

At the beginning of your upkeep, sacrifice Gargantuan Gorilla unless you sacrifice a forest. If you sacrifice Gargantuan Gorilla this way, it deals 7 damage to you. If you sacrifice a snow-covered forest this way, Gargantuan Gorilla gains trample until end of turn.

{T}: Gargantuan Gorilla deals damage equal to its power to target creature. That creature deals damage equal to its power to Gargantuan Gorilla.

Gift of the Woods

{G}

Enchant Creature

Whenever enchanted creature blocks or becomes blocked, enchanted creature gets +0/+3 until end of turn and you gain 1 life.

Gorilla Berserkers

{3}{G}{G}

Creature -- Ape

2/3

Trample; rampage 2 #(Whenever this creature becomes blocked by two or more creatures, it gets +2/+2 until end of turn for each creature blocking it beyond the first.)#

Gorilla Berserkers can't be blocked except by three or more creatures.

Gorilla Chieftain

{2}{G}{G}

Creature -- Ape

3/3

{1}{G}: Regenerate Gorilla Chieftain.

Gorilla Shaman

{R}

Creature -- Ape

1/1

{X}{X}{1}: Destroy target noncreature artifact with converted mana cost X.

Gorilla War Cry

{1}{R}

Instant

Play Gorilla War Cry only during combat before the declare blockers step.

Attacking creatures can't be blocked this turn except by two or more creatures.

Draw a card at the beginning of the next turn's upkeep.

Guerrilla Tactics

{1}{R}

Instant

Guerrilla Tactics deals 2 damage to target creature or player.

When a spell or ability an opponent controls causes you to discard Guerrilla Tactics from your hand, Guerrilla Tactics deals 4 damage to target creature or player.

Gustha's Scepter

{0}

Artifact

When Gustha's Scepter leaves play, put all cards removed from the game with Gustha's Scepter into their owner's graveyard.

{T}: Remove a card in your hand from the game face down. You may look at it at any time.

{T}: Return a card you own removed from the game with Gustha's Scepter to your hand.

Hail Storm

{1}{G}{G}

Instant

Hail Storm deals 2 damage to each attacking creature and 1 damage to you and each creature you control.

Heart of Yavimaya

Land

If Heart of Yavimaya would come into play, sacrifice a forest instead. If you do, put Heart of Yavimaya into play. If you don't, put it into its owner's graveyard.

{T}: Add {G} to your mana pool.

{T}: Target creature gets +1/+1 until end of turn.

Helm of Obedience

{4}

Artifact

{1}{X}, {T}: Put the top card of target opponent's library into his or her graveyard. Repeat this process an additional X times or until you put a creature card into that graveyard, whichever comes first. If the last card put into that graveyard this way is a creature card, sacrifice Helm of Obedience and put that card into play under your control.

Inheritance

{W}

Enchantment

Whenever a creature is put into a graveyard from play, you may pay {3}. If you do, draw a card.

Insidious Bookworms

{B}

Creature -- Worm

1/1

When Insidious Bookworms is put into a graveyard from play, you may

pay {1}{B}. If you do, target player discards a card at random from his or her hand.

Ivory Gargoyle

{4}{W}

Creature -- Gargoyle

2/2

Flying

When Ivory Gargoyle is put into a graveyard from play, return it to play under its owner's control at end of turn and skip your next draw step.

{4}{W}: Remove Ivory Gargoyle from the game.

Juniper Order Advocate

{2}{W}

Creature -- Knight

1/2

Green creatures you control get +1/+1 as long as Juniper Order Advocate is untapped.

Kaysa

{3}{G}{G}

Creature -- Legend

2/3

Green creatures you control get +1/+1.

Keeper of Tresserhorn

{5}{B}

Creature -- Keeper

6/6

Whenever Keeper of Tresserhorn attacks and isn't blocked, it deals no combat damage this turn and defending player loses 2 life.

Kjeldoran Escort

{2}{W}{W}

Creature -- Soldier

2/3

Banding

Kjeldoran Home Guard

{3}{W}

Creature -- Soldier

1/6

At end of combat, if Kjeldoran Home Guard attacked or blocked this turn, put a -0/-1 counter on it and put a 0/1 white Deserter creature token into play.

Kjeldoran Outpost

Land

If Kjeldoran Outpost would come into play, sacrifice a plains instead. If you do, put Kjeldoran Outpost into play. If you don't, put it into its owner's graveyard.

{T}: Add {W} to your mana pool.

{1}{W}, {T}: Put a 1/1 white Soldier creature token into play.

Kjeldoran Pride

{1}{W}

Enchant Creature

Enchanted creature gets +1/+2.

{2}{U}: Move Kjeldoran Pride to target creature.

Krovikan Horror

{3}{B}

Creature -- Horror

2/2

At end of turn, if Krovikan Horror is in your graveyard with a creature card directly above it, you may return Krovikan Horror to your hand.

{1}, Sacrifice a creature: Krovikan Horror deals 1 damage to target creature or player.

Krovikan Plague

{2}{B}

Enchant Creature

Krovikan Plague can enchant only a non-Wall creature you control. When Krovikan Plague comes into play, draw a card at the beginning of the next turn's upkeep.

Enchanted creature has "{T}: Put a -0/-1 counter on this creature, and Krovikan Plague deals 1 damage to target creature or player."

Lake of the Dead

Land

If Lake of the Dead would come into play, sacrifice a swamp instead. If you do, put Lake of the Dead into play. If you don't, put it into its owner's graveyard.

{T}: Add {B} to your mana pool.

{T}, Sacrifice a swamp: Add {B}{B}{B}{B} to your mana pool.

Lat-Nam's Legacy

{1}{U}

Instant

Shuffle a card from your hand into your library. If you do, draw two cards at the beginning of the next turn's upkeep.

Library of Lat-Nam

{4}{U}

Sorcery

An opponent chooses one -- You draw three cards at the beginning of the next turn's upkeep; or you search your library for a card, put that card into your hand, then shuffle your library.

Lim-Dul's High Guard

{1}{B}{B}

Creature -- Skeleton

2/1

First strike

{1}{B}: Regenerate Lim-Dul's High Guard.

Lim-Dul's Paladin
{2}{B}{R}
Creature -- Paladin
0/3

Trample

At the beginning of your upkeep, sacrifice Lim-Dul's Paladin unless you discard a card from your hand. If you sacrifice it this way, draw a card.

Whenever Lim-Dul's Paladin becomes blocked, it gets +6/+3 until end of turn.

Whenever Lim-Dul's Paladin attacks and isn't blocked, it deals no combat damage this turn and defending player loses 4 life.

Lim-Dul's Vault
{U}{B}
Instant

Look at the top five cards of your library. As many times as you choose, you may pay 1 life, put those cards on the bottom of your library and look at the next five cards of your library. Then remove the top five cards from your library, shuffle it, and put those cards back in any order.

Lodestone Bauble
{0}

Artifact

{1}, {T}, Sacrifice Lodestone Bauble: Put up to four target basic land cards from a player's graveyard on top of his or her library in any order. That player draws a card at the beginning of the next turn's upkeep.

Lord of Tresserhorn
{1}{U}{B}{R}
Creature -- Legend
10/4

When Lord of Tresserhorn comes into play, you lose 2 life and sacrifice two creatures, and an opponent draws two cards.

{B}: Regenerate Lord of Tresserhorn.

Martyrdom
{1}{W}{W}

Instant

Until end of turn, target creature you control gains "{0}: The next 1 damage that would be dealt to target creature or player this turn is dealt to this creature instead." Only you may play this ability.

Misfortune
{1}{B}{R}{G}

Sorcery

An opponent chooses one -- You put a +1/+1 counter on each creature you control and gain 4 life; or you put a -1/-1 counter on each creature that player controls and Misfortune deals 4 damage to him or her.

Mishra's Groundbreaker

{4}

Artifact

{T}, Sacrifice Mishra's Groundbreaker: Target land becomes a 3/3 artifact creature that's still a land. #(This effect doesn't end at end of turn.)#

Misinformation

{B}

Instant

Put up to three target cards from an opponent's graveyard on top of his or her library in any order.

Mystic Compass

{2}

Artifact

{1}, {T}: Target land's type becomes the basic land type of your choice until end of turn.

Nature's Blessing

{2}{G}{W}

Enchantment

{G}{W}, Discard a card from your hand: Target creature gets a +1/+1 counter or gains banding, first strike, or trample. #(This effect doesn't end at end of turn.)#

Nature's Chosen

{G}

Enchant Creature

Nature's Chosen can enchant only a creature you control.

Enchanted creature has, "{0}: Untap this creature. Play this ability only during your turn and only once each turn."

As long as enchanted creature is white, it has, "{T}: Untap target artifact, creature, or land. Play this ability only once each turn."

Nature's Wrath

{4}{G}{G}

Enchantment

At the beginning of your upkeep, sacrifice Nature's Wrath unless you pay {G}.

Whenever a player puts a swamp or black permanent into play, he or she sacrifices a swamp or black permanent.

Whenever a player puts an island or blue permanent into play, he or she sacrifices an island or blue permanent.

Noble Steeds

{2}{W}

Enchantment

{1}{W}: Target creature gains first strike until end of turn.

Omen of Fire

{3}{R}{R}

Instant

Return all islands to their owners' hands.

Each player sacrifices a plains or a white permanent for each white

permanent he or she controls.

Phantasmal Fiend

{3}{B}

Creature -- Phantasm

1/5

{B}: Phantasmal Fiend gets +1/-1 until end of turn.

{1}{U}: Switch Phantasmal Fiend's power and toughness until end of turn. Effects that would alter Phantasmal Fiend's power this turn alter its toughness instead, and vice versa.

Phantasmal Sphere

{1}{U}

Creature -- Phantasm

0/1

Flying

At the beginning of your upkeep, put a +1/+1 counter on Phantasmal Sphere, then sacrifice Phantasmal Sphere unless you pay {1} for each +1/+1 counter on it.

When Phantasmal Sphere leaves play, put a blue Orb creature token with flying into play under an opponent's control. That creature's power and toughness are each equal to the number of +1/+1 counters on Phantasmal Sphere.

Phelddagrif

{1}{G}{W}{U}

Creature -- Legend

4/4

{G}: Phelddagrif gains trample until end of turn. Put a 1/1 green Hippo creature token into play under an opponent's control.

{W}: Phelddagrif gains flying until end of turn and an opponent gains 2 life.

{U}: Return Phelddagrif to its owner's hand and an opponent may draw a card.

Phyrexian Boon

{2}{B}

Enchant Creature

Enchanted creature gets +2/+1 as long as it's black. Otherwise, it gets -1/-2.

Phyrexian Devourer

{6}

Artifact Creature

1/1

When Phyrexian Devourer's power is 7 or greater, sacrifice it.

Remove the top card of your library from the game: Put X +1/+1 counters on Phyrexian Devourer, where X is the removed card's converted mana cost. If Phyrexian Devourer's power is 7 or greater, sacrifice it.

Phyrexian Portal

{3}

Artifact

{3}: An opponent looks at the top ten cards of your library and separates them into two face-down piles, then you choose one of those piles and remove it from the game. Search the other pile, put a card from it into your hand, then shuffle the remaining cards into your library. You can't play this ability if you have fewer than ten cards in your library.

Phyrexian War Beast

{3}

Artifact Creature

3/4

When Phyrexian War Beast leaves play, sacrifice a land and Phyrexian War Beast deals 1 damage to you.

Pillage

{1}{R}{R}

Sorcery

Destroy target artifact or land. It can't be regenerated.

Primitive Justice

{1}{R}

Sorcery

As an additional cost to play Primitive Justice, you may pay {1}{R} and/or {1}{G} any number of times.

Destroy target artifact. For each additional {1}{R} you paid, destroy another target artifact. For each additional {1}{G} you paid, destroy another target artifact, and you gain 1 life.

Pyrokinesis

{4}{R}{R}

Instant

You may remove a red card in your hand from the game rather than pay Pyrokinesis's mana cost.

Pyrokinesis deals 4 damage divided as you choose among any number of target creatures.

Reinforcements

{W}

Instant

Put up to three target creature cards from your graveyard on top of your library in any order.

Reprisal

{1}{W}

Instant

Destroy target creature with power 4 or greater. It can't be regenerated.

Ritual of the Machine

{2}{B}{B}

Sorcery

As an additional cost to play Ritual of the Machine, sacrifice a creature.

Gain control of target nonblack, nonartifact creature.

Rogue Skycaptain

{2}{R}

Creature -- Mercenary

3/4

Flying

At the beginning of your upkeep, put a wage counter on Rogue Skycaptain, then you may pay {2} for each wage counter on it. If you don't pay, remove all wage counters from Rogue Skycaptain and an opponent gains control of it.

Royal Decree

{2}{W}{W}

Enchantment

Cumulative upkeep {W}

Whenever a swamp, mountain, black permanent, or red permanent becomes tapped, Royal Decree deals 1 damage to that permanent's controller.

Royal Herbalist

{W}

Creature -- Cleric

1/1

{2}, Remove the top card of your library from the game: You gain 1 life.

Scarab of the Unseen

{2}

Artifact

{T}, Sacrifice Scarab of the Unseen: Return all enchantments on target permanent you own to their owners' hands. Draw a card at the beginning of the next turn's upkeep.

Scars of the Veteran

{4}{W}

Instant

You may remove a white card in your hand from the game rather than pay Scars of the Veteran's mana cost.

Prevent the next 7 damage that would be dealt to target creature or player this turn. For each 1 damage to a creature prevented this way, put a +0/+1 counter on that creature at end of turn.

School of the Unseen

Land

{T}: Add one colorless mana to your mana pool.

{2}, {T}: Add one mana of any color to your mana pool.

Seasoned Tactician

{2}{W}

Creature -- Tactician

1/3

{3}, Remove the top four cards of your library from the game: The next time a source of your choice would deal damage to you this turn, prevent that damage.

Sheltered Valley

Land

When Sheltered Valley comes into play, sacrifice each other Sheltered Valley you control.

At the beginning of your upkeep, if you control three or fewer lands, you gain 1 life.

{T}: Add one colorless mana to your mana pool.

Shield Sphere

{0}

Artifact Creature -- Wall

0/6

#{Walls can't attack.)#

Whenever Shield Sphere blocks, put a -0/-1 counter on it.

Sol Grail

{3}

Artifact

As Sol Grail comes into play, choose a color.

{T}: Add one mana of the chosen color to your mana pool.

Soldevi Adnate

{1}{B}

Creature -- Cleric

1/2

{T}, Sacrifice a black or artifact creature: Add an amount of black mana equal to the sacrificed creature's converted mana cost to your mana pool.

Soldevi Digger

{2}

Artifact

{2}: Put the top card of your graveyard on the bottom of your library.

Soldevi Excavations

Land

If Soldevi Excavations would come into play, sacrifice an untapped island instead. If you do, put Soldevi Excavations into play. If you don't, put it into its owner's graveyard.

{T}: Add {U} and one colorless mana to your mana pool.

{1}, {T}: Look at the top card of your library. You may put that card on the bottom of your library.

Soldevi Heretic

{2}{U}

Creature -- Heretic

2/2

{W}, {T}: Prevent the next 2 damage that would be dealt to target creature this turn. Target opponent may draw a card.

Soldevi Sage

{1}{U}

Creature -- Wizard

1/1

{T}, Sacrifice two lands: Draw three cards, then discard one of them from your hand.

Soldevi Sentry

{1}

Artifact Creature

1/1

{1}: Regenerate Soldevi Sentry. Target opponent may draw a card.

Soldevi Steam Beast

{5}

Artifact Creature

4/2

Whenever Soldevi Steam Beast becomes tapped, target opponent gains 2 life.

{2}: Regenerate Soldevi Steam Beast.

Soldier of Fortune

{R}

Creature -- Mercenary

1/1

{R}, {T}: Target player shuffles his or her library.

Spiny Starfish

{2}{U}

Creature -- Starfish

0/1

{U}: Regenerate Spiny Starfish.

At end of turn, if Spiny Starfish regenerated this turn, put a 0/1 blue Starfish creature token into play for each time it regenerated this turn.

Splintering Wind

{2}{G}{G}

Enchantment

{2}{G}: Splintering Wind deals 1 damage to target creature. Put a 1/1 green Sprite creature token into play with flying and "Cumulative upkeep {G}."

Whenever a Sprite token leaves play, it deals 1 damage to you and to each creature you control.

Stench of Decay

{1}{B}{B}

Instant

Nonartifact creatures get -1/-1 until end of turn.

Storm Cauldron

{5}

Artifact

Each player may play an additional land during each of his or her turns.

Whenever a land is tapped for mana, return it to its owner's hand.

Storm Crow

{1}{U}

Creature -- Bird

1/2

Flying

Storm Elemental

{5}{U}

Creature -- Elemental

3/4

Flying

{U}, Remove the top card of your library from the game: Tap target creature with flying.

{U}, Remove the top card of your library from the game: If the removed card is a snow-covered land, Storm Elemental gets +1/+1 until end of turn.

Storm Shaman

{2}{R}

Creature -- Cleric

0/4

{R}: Storm Shaman gets +1/+0 until end of turn.

Stromgald Spy

{3}{B}

Creature -- Spy

2/4

Whenever Stromgald Spy attacks and isn't blocked, you may have defending player play with his or her hand revealed as long as Stromgald Spy remains in play. If you do, Stromgald Spy deals no combat damage this turn.

Suffocation

{1}{U}

Instant

Suffocation deals 4 damage to target player who played a red instant or sorcery spell that dealt damage to you this turn.

Draw a card at the beginning of the next turn's upkeep.

Surge of Strength

{R}{G}

Instant

As an additional cost to play Surge of Strength, discard a red or green card from your hand.

Target creature gains trample and gets +X/+0 until end of turn, where X is its converted mana cost.

Sustaining Spirit

{1}{W}

Creature -- Guardian

0/3

Cumulative upkeep {1}{W}

Damage that would reduce your life total to less than 1 reduces it

to 1 instead.

Swamp Mosquito

{1}{B}

Creature -- Mosquito

0/1

Flying

Whenever Swamp Mosquito attacks and isn't blocked, defending player gets a poison counter. # (A player with ten or more poison counters loses the game.) #

Sworn Defender

{2}{W}{W}

Creature -- Knight

1/3

{1}: Sworn Defender's power becomes the toughness of target creature blocking or being blocked by Sworn Defender minus 1 until end of turn, and Sworn Defender's toughness becomes 1 plus the power of that creature until end of turn.

Taste of Paradise

{3}{G}

Sorcery

As an additional cost to play Taste of Paradise, you may pay {1}{G} any number of times.

You gain 3 life plus an additional 3 life for each additional {1}{G} you paid.

Thawing Glaciers

Land

Thawing Glaciers comes into play tapped.

{1}, {T}: Search your library for a basic land card and put that card into play tapped. Then shuffle your library. If it's the end phase, return Thawing Glaciers to its owner's hand. Otherwise, return Thawing Glaciers to its owner's hand at end of turn.

Thought Lash

{2}{U}{U}

Enchantment

Cumulative upkeep -- Remove the top card of your library from the game. If you don't pay the cumulative upkeep, remove your library from the game.

Remove the top card of your library from the game: Prevent the next 1 damage that would be dealt to you this turn.

Tidal Control

{1}{U}{U}

Enchantment

Cumulative upkeep {2}

{2}: Counter target red or green spell. Any player may play this ability.

Pay 2 life: Counter target red or green spell. Any player may play this ability.

Tornado

{4}{G}

Enchantment

Cumulative upkeep {G}

{2}{G}, Pay 3 life for each velocity counter on Tornado: Destroy target permanent and put a velocity counter on Tornado. Play this ability only once each turn.

Undergrowth

{G}

Instant

As an additional cost to play Undergrowth, you may pay {2}{R}. Prevent all combat damage that would be dealt this turn. If you paid its additional cost, Undergrowth doesn't affect red creatures.

Unlikely Alliance

{1}{W}

Enchantment

{1}{W}: Target nonattacking, nonblocking creature gets +0/+2 until end of turn.

Urza's Engine

{5}

Artifact Creature

1/5

Trample

{3}: Urza's Engine gains banding until end of turn.

{3}: Attacking creatures banded with Urza's Engine gain trample until end of turn.

Varchild's Crusader

{3}{R}

Creature -- Knight

3/2

{0}: Varchild's Crusader can't be blocked except by Walls this turn. Sacrifice Varchild's Crusader at end of turn.

Varchild's War-Riders

{1}{R}

Creature -- War-Rider

3/4

Trample, rampage 1 #(Whenever this creature becomes blocked by two or more creatures, it gets +1/+1 until end of turn for each creature blocking it beyond the first.)#

Cumulative upkeep -- Put a 1/1 red Survivor creature token into play under an opponent's control.

Veteran's Voice

{R}

Enchant Creature

Veteran's Voice can enchant only a creature you control.

Enchanted creature has "{T}: Target creature other than this creature gets +2/+1 until end of turn."

Viscerid Armor

{1}{U}

Enchant Creature

Enchanted creature gets +1/+1.

{1}{U}: Return Viscerid Armor to its owner's hand.

Viscerid Drone

{1}{U}

Creature -- Homarid

1/2

{T}, Sacrifice a creature and a swamp: Destroy target nonartifact creature. It can't be regenerated.

{T}, Sacrifice a creature and a snow-covered swamp: Destroy target creature. It can't be regenerated.

Wandering Mage

{W}{U}{B}

Creature -- Cleric

0/3

{W}, Pay 1 life: Prevent the next 2 damage that would be dealt to target creature this turn.

{U}: Prevent the next 1 damage that would be dealt to target Cleric or Wizard this turn.

{B}, Put a -1/-1 counter on a creature you control: Prevent the next 2 damage that would be dealt to target player this turn.

Whip Vine

{2}{G}

Creature -- Wall

1/4

#{Walls can't attack.)#

Whip Vine may block as though it had flying.

You may choose not to untap Whip Vine during your untap step.

{T}: Tap target creature with flying blocked by Whip Vine. As long as Whip Vine remains tapped, that creature doesn't untap during its controller's untap step.

Whirling Catapult

{4}

Artifact

{2}, Remove the top two cards of your library from the game:

Whirling Catapult deals 1 damage to each creature with flying and each player.

Wild Aesthir

{2}{W}

Creature -- Bird

1/1

Flying, first strike

{W}{W}: Wild Aesthir gets +2/+0 until end of turn. Play this ability only once each turn.

Winter's Night

{G}{W}{R}

Enchant World

Whenever a snow-covered land is tapped for mana, its controller adds one mana of that type to his or her mana pool. That land doesn't untap during its controller's next untap step.

Yavimaya Ancients

{3}{G}{G}

Creature -- Treefolk

2/7

{G}: Yavimaya Ancients gets +1/-2 until end of turn.

Yavimaya Ants

{2}{G}{G}

Creature -- Swarm

5/1

Trample; haste # (This creature may attack and #{T}# the turn it comes under your control.)#

Cumulative upkeep {G}{G}